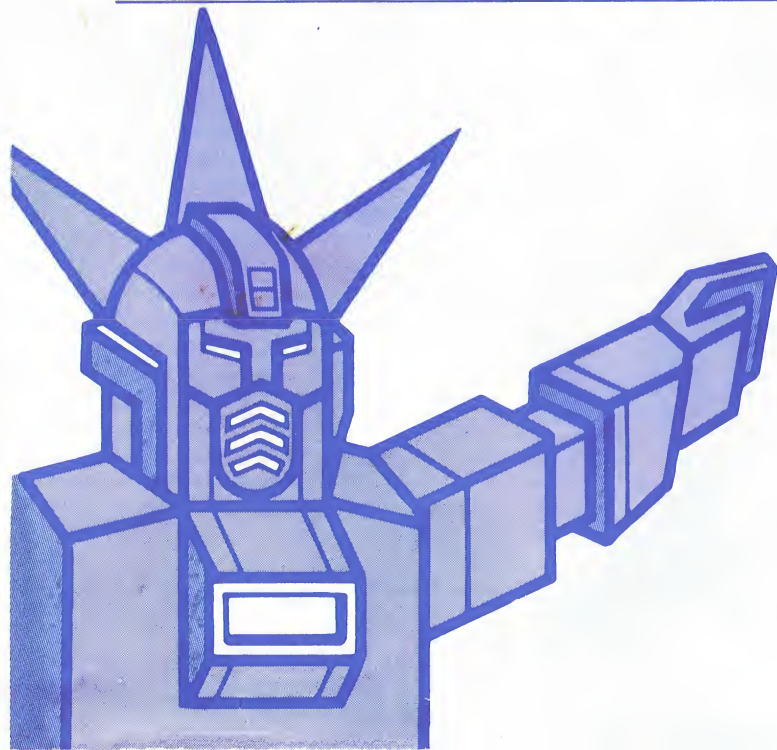


TransBot™



SEGA®

READ THIS BEFORE YOU START

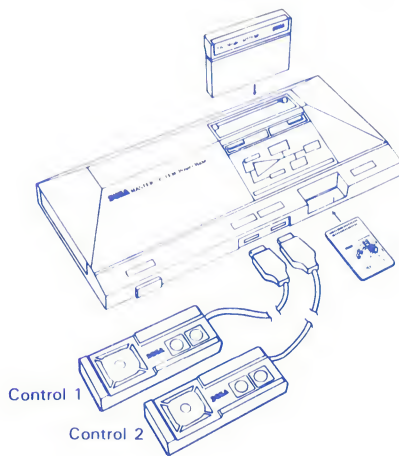
The SEGA CARD and the MEGA CARTRIDGE are intended exclusively for the SEGA MASTER SYSTEM.

HOW-TO-USE SEGA CARD MEGA CARTRIDGE

1. Make sure that the POWER SWITCH is "OFF".
2. Next, insert the SEGA CARD or MEGA CARTRIDGE into the SEGA MASTER SYSTEM (see the illustration below).
3. Turn the POWER SWITCH "ON".

If nothing appears on the screen, check to see that the insertion as described in the above point is properly made.

4. After using, first be sure to turn the computer's POWER SWITCH "OFF" and then pull out the SEGA CARD or the MEGA CARTRIDGE and put it in its case for safe storage.



A MESSAGE TO THE PLAYER

After the Nuclear war in the solar year 2XXX---, having survived by escaping into a nuclear shelter, we are now starting to reconstruct the Earth. However, we have come upon a terrible monster, a remnant of the now defunct highly cultivated society that once existed, an Artificial Intelligence computer whose code name is DALUAS. A dictatorial empire to be created by DALUAS in nearing its completion. Part of the ground surface has already been turned into a mechanized city that is controlled by DALUAS. Becoming a huge fortress, DALUAS itself still continues to increase underground. On the ground, the security guards who are DALUAS' menials, as well as different kinds of living creatures are everywhere, and it is just a matter of time before DALUAS' ambition to "control the entire Earth" materializes. The Earth must be saved by all means. At last, the CA-214 weapon that enables you to battle against DALUAS has been developed.

However, an important problem with the CA-214 that has to be solved still remains, it being that since the CA-214 is so complicated, and its performance so high, that an average pilot can't maneuver it. Therefore, only you as a capable aviator can accomplish the mission. According to a detailed investigation made, you are the only person who can handle the CA-214. The number of the enemies and their power are far beyond your imagination. However, don't concern yourself about this. There is a way to destroy the enemy's ARM CARRIER, deprive them of their weapons, and advantageously go forward in your battle. The whereabouts of the DALUAS fortress is unknown. We also have no knowledge of it. Find out for yourself how to get into where DALUAS is, so that you may make an attempt to destroy it. There is very little time left. Save us and the Earth. We anxiously look forward to receiving your reply.

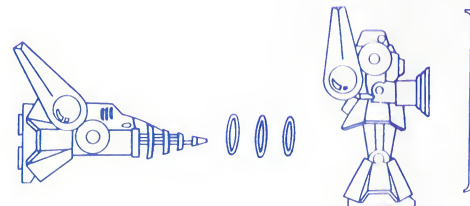
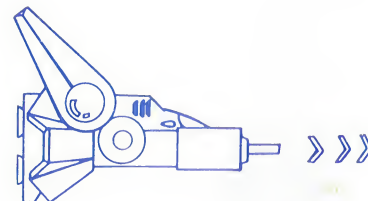
J.B. Walken
Supreme Commander
General Headquarters,
The Federal Forces of the Earth

INTRODUCTION OF THE "TRANSBOT" CHARACTERS

PART I

FIGHTING WEAPON CA-214 TYPE

The standard power of this is the **NORMAL FIRE [A]**. This weapon allows the player to destroy the enemy's ARM CARRIER (which carries weapons..... see page 12). When a ? mark appears, capture it and the 7 alphabetical letters from A to G shown on the upper part of the screen turn in an elongated circle and flash in sequential order (see page 34). By selecting any one of the letters that blinks, various weapons (and its ensuing POWER) can be chosen as follows:



BEAM [B]

SWORD FIRE [C]

CANNON [D]

All of the enemies lined up can be destroyed at one time with a shot from the cannon.

DIFFUSIVE BEAM [E]

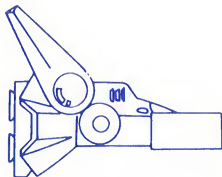
This allows for shooting down the enemies over a wide area.

TWO-DIRECTION FIRE [F]

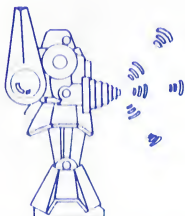
Can be shot forward and backward.

POWER-UP ITEM [G]

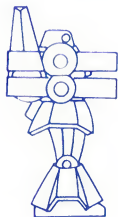
When alphabetical letter G is successfully chosen, POWER is increased to the maximum level.



CANNON [D]



DIFFUSIVE BEAM [E]



TWO-DIRECTION FIRE [F]

INTRODUCTION OF THE "TRANSBOT" CHARACTERS

PART II

ARM CARRIER

This is an automatically controlled weapons carrier. Destroy this first and if you capture the ARM CAPSULE when it appears, then you will be able to use various weapons (see pages 8 and 10). When destroying the ARM CARRIER by coming into bodily contact with it, 1,000 points can be scored. At this time, the POWER does not decrease.

ARM CAPSULE

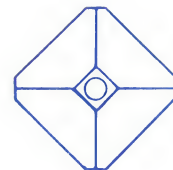
Capturing this causes the alphabetical letters to blink in sequential order. Push the weapons SELECTION button at just the right moment in a manner so as to choose any desired weapon.

INTRODUCTION OF THE "TRANSBOT" CHARACTERS

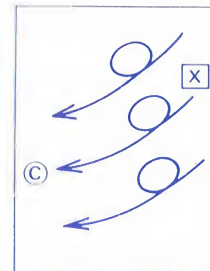
PART III

LUVOGUE — 120 POINTS

This is a fighter plane which while shooting at the player, turns and comes directly toward you.



LUVOGUE



ARM CARRIER



ARM CAPSULE

PSYBALL — 100 POINTS

This is controlled by the induction energy of DALUAS. It moves in various ways but does not shoot.



PSYBALL



ELBLINK — 120 POINTS

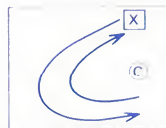
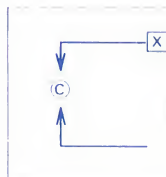
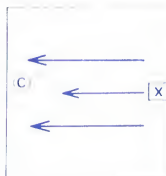
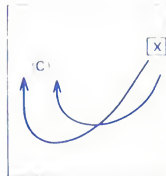
Coming close to the opponent, it fires and goes away. The player's position is detected by a built-in computer.

© ... CA-214

X ... Enemies

BIFLER QUICK — 100 POINTS**SLOW — 80 POINTS**

This flies in a straight direction. There are two types, i. e., one quick, and the other slow.

**ELBLINK****BIFLER QUICK
SLOW****ALAPOT****ASCULE****ZELNUC — 200 POINTS**

There are living creatures of various kinds who are very aggressive. When as a group they make an attack on you, they are really dangerous.

GELPAAR — 180 POINTS

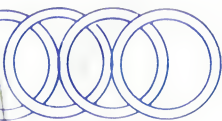
These are living creatures of different kinds. Being very curious and fearless they will be in pursuit of you.

BOASITE — 240 POINTS

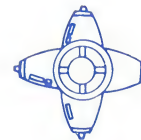
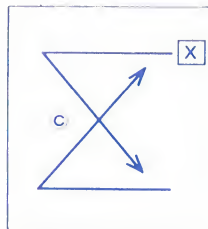
A pursuit fighter that appears from behind. This fires when passing by you

GEALMEA — 240 POINTS

A defensive unit that can be destroyed with 8 shots when using weapon A, B or F and with one shot when using weapon C, D or E.



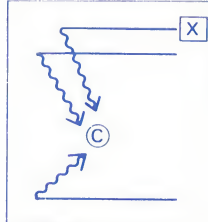
ZELNUC



HILUN



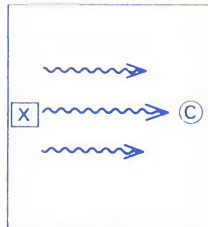
GELPAAR



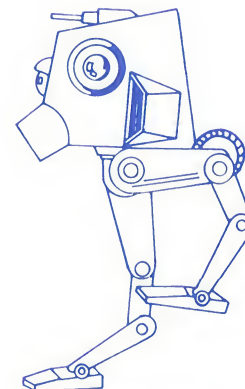
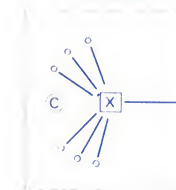
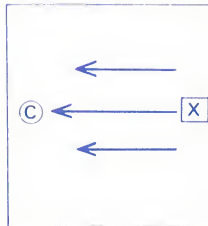
BARRIER



BOASITE



GEALMEA



ELGRAMZON

HILUN — 500 POINTS

A high molecule compound that when attacked, shoots at the player by using multi-directional bullets.

BARRIER — 400 POINTS

This BARRIER is the ultimate defense weapon of the fortress.

Its weak point is that when the red control ball is shot, the BARRIER becomes momentarily unable to function.

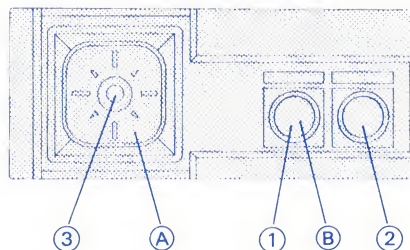
ELGRAMZON — 20,000 POINTS

The most powerful robot mechanism in the DALUAS fortress. It can't be destroyed unless the red portion of its head is hit at least 10 times.

WHEN PLAYING BY USING

THE CONTROL PAD

- Ⓐ DIRECTION CONTROLLER
- Ⓑ START button
- ① WEAPONS SELECTION button
(stops the turning of the
alphabetical letters)
- ② SHOOT button
- ③ Maneuvers the CA-214 type
weapon (: :)



HOW-TO-PLAY

PURPOSE OF THE GAME

Carry your battle to the "crater-shaped ground", the "unmanned mechanized city", the "ruins" and then proceed on to the huge underground fortress located at the X point, and destroy ELGRAMZON, the most powerful ROBOT MECHANISM known to man!

GAME OVER

The number of the CA-214 type weapons allotted at the beginning of play is 3. Losing all of them will result in THE END (GAME OVER) being displayed on the screen.

(An increase of one CA-214 type weapon occurs when you score 40,000 points, and thereafter every time an additional 80,000 points are earned, i.e., at 120,000 points, 200,000 points, 280,000 points,)

STARTING

- (A) High score
- (B) For 2 players, push the 2P Control Pad's START button.
- (C) For 1 player, push the 1P Control Pad's START button.

< For 1 Player >

You are the selected fighter who is going to crush the ambitious attempts of DALUAS!

< For 2 players >

Which one, you or your friend, can rescue the Earth?



PLAYER-1
START



PLAYER-2
START

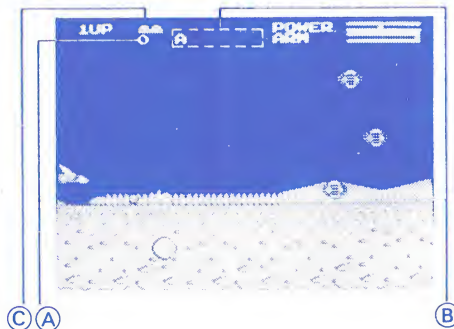
GAME START

- (A) Score
- (B) Revolving of the alphabetical letters
- (C) The remaining number of CA-214 type weapons

1Up (Player 1)
2Up (Player 2)

POWER decreases when the player comes into contact with the enemy or when he is shot. When the POWER becomes zero, one CA-214 type weapon is lost. The POWER becomes completely replenished [FULL] when the letter G is selected.

ARM Arm energy ---- this decreases when using a weapon. At the time it becomes zero, weapon "A" returns. With weapon "A", the energy will not decrease.



ADVICE FROM PROFESSOR PLAYOR

- Be familiar with the movements of the turning alphabetical letters so as to be able to select the weapons you desire.
- During the battles on the ground, try various ways in an effort to find how to proceed to the underground fortress. In this way, you will surely be able to reach your destination.

HOW TO SELECT YOUR DESIRED "ROUND"

Before the power switch is turned ON, keep both of the 2 buttons of the CONTROL PAD 1 pressed down, and then after the power is turned ON, wait a little while during the TITLE display until the 4 secret COMMANDS (shown in the form of 0000) appear. They represent 10 SHIPS/ARM POWER NOT DECREASING/LIFE POWER NOT DECREASING/SLOW ROULETTE MOVE and are selectable.

HANDLING THE SEGA CARD AND THE MEGA CARTRIDGE

The SEGA CARD and the MEGA CARTRIDGE are intended exclusively for the SEGA MASTER SYSTEM.

For Proper Usage

Do not get wet!

Do not bend!

Do not subject to any violent impact!

Do not expose to direct sunlight!

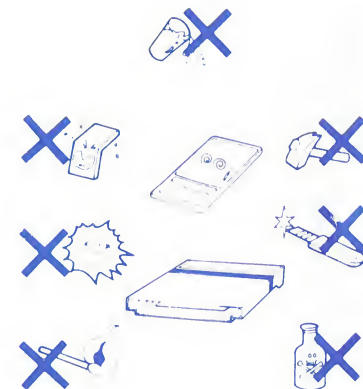
Do not damage or disfigure!

Do not place near any high temperature source!

Do not expose to thinner, benzine, etc.!

* Be especially careful not to stick anything on the SEGA CARD!

- When wet, completely dry before using.
- When it becomes dirty, carefully wipe it with a soft cloth dipped in soapy water.
- After use, put it in its CASE.





Printed in Australia